

IN THE CLAIMS:

Claims 1, 4, 22, 23, 25 – 27, 35, 36, 37, 39, 40 and 41 have been amended.

Claims 5-10, 12 and 14-21 have been cancelled.

1. (Currently Amended) A home media server content management and processing system, comprising:

an editing platform running editing software;

a database, contained in the editing platform, to store media producer specified multi-media content;

a set of downloadable instructions and data generated by a media producer to assemble an edited video program using ~~specified~~ a plurality of segments of the multi-media content;

a network to distribute the multi-media content, the set of downloadable instructions, and the data generated by the media producer to home media servers;

a home media server to receive the multi-media content, the set of downloadable instructions, and the data generated by the media producer from the editing platform via the network, wherein the home media server emulates assembly of the edited program using the multi-media content, the set of downloadable instructions and the data generated by the media producer, and displays the assembled edited program on a monitor,

wherein ~~emulating assembly of the edited program includes using data to search at least one of a home media server storage medium and the Internet for multi-media content titles specified by the media producer and~~ the downloadable instruction are configured to search, bid for, obtain rights to, and obtain media content associated with

~~the edited video program schedule, and manage recording of broadcast, and on-demand media content.~~

2. (Cancelled)

3. (Cancelled)

4. (currently amended) The home media server content management and processing system according to claim 1, wherein the assembled edited video program is stored in the home media server.

Claims 5 – 21 (cancelled).

22. (Currently Amended) An editing platform, comprising:

a storage medium; and

machine-readable code, stored on the storage medium, having instructions to

~~select, identify, and store multi-media content as files to the storage medium within the editing platform,~~

~~generate a set of instructions and data for assembly of a edited program, said edited program including specified segments from the files of the multi-media content,~~

receive a plurality of segments of video programs, each of the plurality of segments being identified by endpoints;

assemble the specified plurality of segments using the set of instructions to form the edited video program;

generate an edited set of data corresponding to editing steps for assembly of the edited video program;

~~view and store the edited video program on the editing platform,~~

analyze endpoint frames of each segment used in the assembly of the edited

program, said analysis resulting in analysis data stored on the editing platform,

generate analysis data corresponding to the endpoint frames of each segment  
used to create edited video program;

generate downloadable instructions, the downloadable instructions configured to  
request a server to search, bid for, obtain rights to and obtain media content associated  
with the edited video program

~~distribute said files of the multi-media content, the downloadable instructions, the~~  
~~set of instructions, the data, edited set of data~~ and the analysis data to a home media  
server, and

~~cause the home media server to emulate assembly of the edited program by~~  
~~using the files of the multi-media content, the set of instructions, the data, the analysis~~  
~~data, and a home media server editing program;~~

~~wherein the set of instructions for assembly of the edited program includes~~  
~~directing the home media server to search, bid for, obtain rights to schedule and~~  
~~manage the recording of broadcast, and on-demand media content including at least~~  
~~one of movies, music, games, advertisements, and media processing software~~  
~~modules.~~

23. (Currently Amended) The editing platform according to claim 22, wherein  
~~generation of the data for assembly of the edited video program includes specification~~  
~~by the media producer[[,]] using the editing software program, endpoints of specific~~  
~~segments within the files of the multi-media content that are used to assemble the~~  
~~edited program,~~ each set of said endpoint segments assigned a segment identification  
(ID) number.

24. (Cancelled)

25. (Currently Amended) The editing platform according to claim [[23]] 22, wherein generation of the set of instructions for assembly of the edited video program includes manipulating and sequencing of the ~~specified~~ plurality of segments by the media producer using the editing software program, said manipulation including creating and storing a set of manipulation instructions, said sequencing including producing and storing a sequence order.

26. (Currently Amended) The editing platform according to claim 25, wherein the manipulation instructions include instructions to effect the plurality of segments, and to create transitions between the plurality of segments using the editing software program.

27. (Currently Amended) The editing platform according to claim 25, wherein assembling the plurality of segments includes using the sequence order, segment identification (ID) numbers, manipulation instructions, and the editing software program to produce the edited program.

28. (previously presented) The editing platform according to claim 22, wherein the multi-media content includes movies and music available through downloaded files via the Internet.

29. (previously presented) The editing platform according to claim 22, wherein identification includes assigning titles, said titles stored as title data on the storage medium within the editing platform.

30. (previously presented) The editing platform according to claim 22, wherein the multi-media content is stored as media files on the storage medium within the

editing platform.

31. (previously presented) The editing platform according to claim 30, wherein the media files are stored in various media formats, where video is stored as MPEG4 and audio is stored as MP3.

32. (previously presented) The editing platform according to claim 22, wherein the analysis includes a fast fourier transform (FFT) of each end point frame to form media producer fast fourier transform (FFT) data, or a decimation of each end point frame to form media producer decimated data .

33. (previously presented) The editing platform according to claim 32, wherein a video frame is represented by a two-dimensional fast fourier transform (FFT), and a audio frame is represented by a one-dimensional fast fourier transform (FFT).

34. (previously presented) The editing platform according to claim 22, wherein the distribution is via the Internet.

35. (Currently Amended) The editing platform according to claim 22, wherein the assembled edited video program is viewed real time and stored in the home media server.

36. (Currently Amended) A home media server, comprising:  
a storage medium; and  
machine-readable code, stored on the storage medium, having instructions to  
~~receive from a media producer files of multi-media content, a set of instructions,~~  
~~data, analysis data, and~~  
receive downloadable instructions, an edited set of data and the analysis data  
from a media producer, the downloadable instructions configured to request a server to

search, bid for, obtain rights to and obtain media content associated with an edited video program, the edited set of data corresponding to editing steps for assembly of the edited video program, and the analysis data corresponding to the endpoint frames of each segment used to create the edited video program; and

emulate assembly of ~~[[an]]~~ the edited video program using the media content obtained utilizing the downloadable instructions files of the multi-media content, the set of instructions, the data, the analysis data, and a home media server editing program, said assembled edited program viewed real time and stored in the home media server and the edited set of data,

~~wherein emulation of the assembly of the edited program includes using title data to search, bid for, obtain rights to, schedule, and manage recording of broadcast, and on-demand media content.~~

37. (Currently Amended) The home media server according to claim 36, wherein emulation of the assembly of the edited video program includes using title data to search a home media server storage medium and the Internet for multi-media content titles specified by the media producer.

38. (Cancelled)

39. (Currently Amended) The home media server according to claim 36, wherein the analysis data includes media producer fast fourier transform (FFT) data, ~~[[and]]~~ or media producer decimated data.

40. (Currently Amended) The home media server according to claim 39, wherein emulation of the assembly of the edited video program includes using an analysis software program running on the home media server to perform fast fourier

transform (FFT) of each frame of the specified segments from the files of the multi-media content and to compare the home media server fast fourier transform (FFT) to downloaded media producer fast fourier transform (FFT) data, wherein a correlation between the home media server fast fourier transform (FFT) and the downloaded media producer fast fourier transform (FFT) data allows the home media server to identify exact segment endpoints used to assemble the edited video program.

41. (Currently Amended) The home media server according to claim 39, wherein emulating assembly of the edited video program includes using an analysis software program running on the home media server to perform a decimation of each frame of the specified segments from the files of the multi-media content to form home media server decimated data and to compare the home media decimated data to downloaded media producer decimated data, wherein a correlation between the home media server decimated data and the downloaded media producer decimated data allows the home media server to identify exact segment endpoints used to assemble the edited video program.

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